

Key Vocabulary	
structure	something that is built for a purpose.
stable	an object that does not topple over easily
base	the part of a structure that holds up the rest
sail	a part of the windmill that catches the wind.
rotate	spinning around.
rotor blades	the part of a wind turbine that catches the wind.
length	how long something is.
width	how wide something is.
attach	to fix one thing to another.
join	to connect things together
test	to check if something works properly.
evaluate	decide whether something meets the design criteria.
improve	make something better.



Key Knowledge	Key Skills
<ul style="list-style-type: none"> <li>• I know a windmill is a structure.</li> <li>• I know my structure needs a stable base.</li> <li>• I know to test will help make improvements to my structure.</li> </ul>	<ul style="list-style-type: none"> <li>• I can puncture a hole a hole in the centre.</li> <li>• I can fold to make the shape of the structure.</li> <li>• I can hold scissors correctly.</li> <li>• I can join parts together.</li> <li>• I can test a structure.</li> </ul>